STUDENTS’ USE OF TECHNOLOGY

We identified the pattern of online activity for the typical college student, who tends to do 1–4 hours of homework or research online each day and tends not to play video games. We also identified three additional student types: the gaming student, who tends to be connected almost all of the time; the social student, who is most on social media, but who also studies and watches streaming video a lot; and the studious student, who engages in online activities more moderately.

TECHNOLOGY EXPERIENCES

Across higher education, at least three-fourths of students rate their overall technology experiences as good or excellent.

STUDENTS AND THEIR DEVICES

Laptops are still the most important device for students. Nearly all respondents (94%) say that their laptop is very or extremely important to their success. Hybrid tablet/laptop devices (82%), desktops (62%), and smartphones (53%) are also crucial to academic success for the students who own them.

STUDENT SUCCESS TOOLS

Tools that aid in being a student are useful to the respondents who are aware of such tools /find them useful. Tools that suggest how to improve performance or research activities are the most used by typical students. The social student tends to be connected almost all of the time; the social student, who is most on social media, but who also studies and watches streaming video a lot; and the studious student, who engages in online activities more moderately.

ACCESSIBILITY

Students who have physical or learning disabilities are often unsatisfied with their institution’s awareness of their needs for accessible or adaptive technology as good or excellent.

START STRATEGIC CONVERSATIONS WITH STUDENT DATA

College and university leaders can use the EDUCAUSE Technology Research in the Academic Community (ETRAC) series to understand the current state of educational technology and with institutional support for those technologies. Students with learning disabilities responded more positively than did students with physical disabilities, while students at associate’s and bachelor’s institutions responded more positively than did those at master’s and doctoral institutions.

EDUCAUSE RESEARCH SNAPSHOT

STUDENT STUDY 2018

Highlighting the 2018 findings of the EDUCAUSE Technology Research in the Academic Community (ETRAC) series

Students who are aware of such tools /find them useful.

Tools that suggest how to improve performance.

Technology has been incorporated into the lives of students, academically and otherwise. Only 2% of off-campus students don’t have access to the internet at home. Instructors are also using students’ technology as learning tools.

A majority of students continue to prefer a blended learning environment over one that is either completely online or completely face-to-face.

The most common device combination remains laptops and smartphones—85% of students have access to both.

Of those students, 18% also have access to a desktop computer and a tablet. 1% report access to neither.

The percent of students who say their instructors have them use their own smartphones or tablets in class.

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